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1 Net communities: Follow the (slash) dot: effects of feedback on new members in an   ▬
◆ online community
   Cliff Lampe, Erik Johnston
   November 2005 **Proceedings of the 2005 international ACM SIGGROUP conference on
           Supporting group work GROUP '05**
   Publisher: ACM Press
   Full text available: 🗎 pdf(500.51 KB)   Additional Information: full citation, abstract, references, index terms

   Many virtual communities involve ongoing discussions, with large numbers of users and
   established, if implicit rules for participation. As new users enter communities like this,
   both they and existing members benefit when new users learn the standards for
   participation. Slashdot is a news and discussion site that has developed a system of
   distributed moderation to provide feedback about the value of posts on their site. This
   study examines three explanations for how new users learn to participat ...

   Keywords: feedback, learning, online community, rating systems

2 Educational aspects of digital libraries: Digital libraries and educational practice: a   ▬
◆ case for new models
   Tamara Sumner, Mary Marlino
   June 2004 **Proceedings of the 4th ACM/IEEE-CS joint conference on Digital libraries**
   Publisher: ACM Press
   Full text available: 🗎 pdf(199.57 KB)   Additional Information: full citation, abstract, references, index terms

   Educational digital libraries can benefit from theoretical and methodological approaches
   that enable lessons learned from design and evaluation projects performed in one
   particular setting to be applied to other settings within the library network. Three
   promising advances in design theory are reviewed - reference tasks, design experiments,
   and design genres. Each approach advocates the creation of 'intermediate' constructs as
   vehicles for knowledge building and knowledge sharing across design a ...

   Keywords: cognitive tools, component repositories, design experiments, design genres,
   design rationale, educational digital libraries, evaluation, knowledge networks, knowledge
   sharing, reuse

3 From MOO to MEOW: domesticating technology for online communities   ▭
   Patricia Schank, Jamie Fenton, Mark Schlager, Judi Fusco
   December 1999 **Proceedings of the 1999 conference on Computer support for
           collaborative learning CSCL '99**
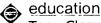
TAPPED IN is an on-line teacher professional development (TPD) research testbed designed to meet the needs of a large and diverse community of education professionals. The MOO technology that supports the testbed has demonstrated sustainability, usability, desirability, and utility across a wide-rage of activities and users. However, we are quickly coming up against technology scaling and integration issues as our community grows and demands new collaborative capabilities emerging on the Interne ...

Keywords: community-ware, education community, multi-user environment, scalability

4 Public access Web information systems: lessons from the Internet EDGAR project

Ajit Kambil, Mark Ginsburg

July 1998 **Communications of the ACM**, Volume 41 Issue 7

5 ITiCSE 2000 working group reports: Dimensions of distance learning for computer education

Tony Clear, Arto Haataja, Jeanine Meyer, Jarkko Suhonen, Stuart A. Varden

June 2001 **Working group reports from ITiCSE on Innovation and technology in computer science education**

In this paper, we explore what is variously termed distance learning (DL), asynchronous, online, Web-based, and Web-supported learning in terms of how it can support and perhaps even improve the fields of education involving computing. We use the term distributed education to cover all mentioned topics. We describe how the incorporation of these methods can benefit computer education. These benefits arise because of the nature of the computing field, the profound requirements for students.to und ...

6 ITiCSE 2000 working group reports: Dimensions of distance learning for computer education

Tony Clear, Arto Haataja, Jeanine Meyer, Jarkko Suhonen, Stuart A. Varden

June 2001 **ACM SIGCSE Bulletin**, Volume 33 Issue 2

In this paper, we explore what is variously termed distance learning (DL), asynchronous, online, Web-based, and Web-supported learning in terms of how it can support and perhaps even improve the fields of education involving computing. We use the term distributed education to cover all mentioned topics. We describe how the incorporation of these methods can benefit computer education. These benefits arise because of the nature of the computing field, the profound requirements for students to und ...

7 Technology fluency discovering adaptability in a diverse learning environment

Donna DeGennaro

June 2006 **Proceedings of the 7th international conference on Learning sciences ICLS '06**

This paper offers an expanded definition of technology fluency that includes the ability to use technology in and across communities. The study is a qualitative case study of a self-

initiated digital divide intervention. Specifically, the intervention described merges privileged students from a private suburban high school (instructors) with inner-city youth from an impoverished neighborhood (learners) in a web-design course. The question for this research asks in what way do technology-experien ...

8 The quality of online social relationships

Jonathon N. Cummings, Brian Butler, Robert Kraut

July 2002 **Communications of the ACM**, Volume 45 Issue 7

Publisher: ACM Press

Full text available: pdf(108.42 KB) Additional Information: full citation, abstract, references, citings, index
html(31.36 KB)   terms

Online relationships are less valuable than offline ones. Indeed, their net benefit depends on whether they supplement or substitute for offline social relationships.

9 If you spoke as she does, sir, instead of the way you do: a sociolinguistics perspective of gender differences in virtual communities

David Gefen, Catherine M. Ridings

June 2005 **ACM SIGMIS Database**, Volume 36 Issue 2

Publisher: ACM Press

Full text available: pdf(290.71 KB) Additional Information: full citation, abstract, references, index terms

This study examines virtual community quality through sociolinguistics theory. According to sociolinguistics, in oral discourse men communicate to establish superior social standing, while women communicate with the undertone of rapport, compassion, and empathy. The study shows that these differences carry over to the asynchronous written environment of virtual communities and affect men's and women's respective perceptions of community quality. Women go to virtual communities to give and to get ...

Keywords: community quality, gender, responsiveness, social support, virtual communities

10 An information company in Mexico: extending the resource-based view of the firm

Sirkka L. Jarvenpaa, Dorothy E. Leidner

December 1997 **Proceedings of the eighteenth international conference on Information systems**

Publisher: Association for Information Systems

Full text available: pdf(53.94 KB) Additional Information: full citation, references

Keywords: case study, competitive use of IS, computing in developing countries, international IS, resource-based view

11 E-commerce value creation and destruction: a resource-based, supply chain perspective

Christopher W. Craighead, Neal G. Shaw

June 2003 **ACM SIGMIS Database**, Volume 34 Issue 2

Publisher: ACM Press

Full text available: pdf(253.26 KB) Additional Information: full citation, abstract, references

Although researchers have proposed a number of business models for organizations to use in managing electronic commerce applications, very few of these models have been able to produce value consistently for the adopting organizations. We argue that the failure of these business models is largely due to the fact that (1) they do not consider the effects of both direct and indirect value to the firm, (2) they do not view the supply chain as a macro level entity that must be managed just as organi ...

Keywords: e-commerce, resource-based view of the firm, supply chain

12 Mobile services and technology track: Resource-based interdependencies in value networks for mobile internet services

Uta Wehn de Montalvo, Els van de Kar, Carleen Maitland

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press

Full text available: 📄 pdf(254.94 KB)   Additional Information: full citation, abstract, references, index terms

The advent of new electronic platforms, such as fixed and mobile Internet, is forcing firms from a range of industries to come together in so-called 'value networks' for the provision of innovative services. Firms from different industries have widely varying resources. Our analysis is aimed at specific types of interdependencies, relating the actors own' and others' resource contributions to the value creation involved in bringing the service about. To better understand these interdependencies, ...

Keywords: interdependence, resource-based view, resources, strategic alliances, value networks

13 3D agent-based virtual communities

Zhisheng Huang, Anton Eliëns, Cees Visser

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Publisher: ACM Press

Full text available: 📄 pdf(898.08 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we propose an approach to 3D agent-based virtual communities in which autonomous agents are participants in VRML-based virtual worlds to enhance the interaction with users or serve as intelligent navigation assistants. In addition, an agent communication language (ACL) is designed as a high-level communication facility, in particular for the realization of shared objects in virtual communities. As a typical example of 3D agent-based virtual communities, a VRML-based multi-user socc ...

Keywords: ACL, VRML, agents, distributed logic programming, networked virtual environments, virtual community

14 Research Contributions: A resource-based analysis of IT sourcing

Vital Roy, Benoit A. Aubert

June 2002 **ACM SIGMIS Database**, Volume 33 Issue 2

Publisher: ACM Press

Full text available: 📄 pdf(287.27 KB)   Additional Information: full citation, abstract, references, index terms

This paper studies the relationships between the choice of a sourcing mode for information systems, the value of the resources used in systems development activities and the presence of those resources at a sufficient level within the firm. The objective is to better understand the factors underlying the decision to keep the development of an information system inside the firm or to entrust it to an outside partner. A sourcing model is proposed using the resource-based theory. A case study is us ...

Keywords: management of software development projects, outsourcing, resource-based theory, software development

15 Do culture and technology interact?: overcoming technological barriers to intercultural

communication in virtual communities
Isabel Zorn

February 2005 **ACM SIGGROUP Bulletin**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(171.51 KB)   Additional Information: full citation, abstract, references, index terms

The following article aims at providing reflections on electronic interculturality and at investigating areas on action for conceptualizing and maintaining international communities. The main question investigated will be: What is specific about intercultural communication in a virtual community and where does this need to be considered? Relevant aspects and categories of virtual intercultural communication will be pointed out from both a software engineering and a communication perspective. The ...

Keywords: design, interaction, intercultural communication, technology design, virtual community

16 Technical Papers: Knowledge capture and utilization in virtual communities
Yasmin Merali, John Davies

October 2001 **Proceedings of the 1st international conference on Knowledge capture K-CAP '01**

Publisher: ACM Press

Full text available: pdf(401.48 KB)   Additional Information: full citation, abstract, references, index terms

The literature on knowledge management highlights issues of fit between IT-based systems for knowledge management and the socially situated leveraging of knowledge assets by organisations [1]. This paper explores the way in which a knowledge-sharing environment (KSE) can facilitate knowledge capture and utilization in virtual communities. The KSE (Jasper II) is a system of information agents for organising, summarizing and sharing knowledge from a number of internal and external sources, includi ...

Keywords: knowledge management, knowledge sharing environments, virtual communities

17 Designing virtual communities for work
Lori Toomey, Gloria Mark, John C. Tang, Lia Adams

December 1998 **ACM SIGGROUP Bulletin**, Volume 19 Issue 3

Publisher: ACM Press

Full text available: pdf(211.68 KB)   Additional Information: full citation, abstract, index terms

While the popularity of networked virtual communities has been growing, their us has been mainly to engage in online socializing. Given the necessity of communication and collaboration among distributed workers, it seems natural to consider how these spaces might be used to support work and the surrounding social interactions. This collection of papers summarizes a workshop that was held at CSCW '98 that focused on understanding how organizations are currently using virtual communities, and how ...

18 Virtual communities and team formation
Yanru Zhang, Michael Weiss

September 2003 **Crossroads**, Volume 10 Issue 1

Publisher: ACM Press

Full text available: htm(42.02 KB)   Additional Information: full citation, references, index terms

19 Reflexivity in e-science: virtual communities and research institutions
Jeremy Hunsinger

February 2005 **ACM SIGGROUP Bulletin**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: 📄 pdf(151.04 KB)   Additional Information: full citation, abstract, references, index terms

The social and policy aspects of e-science are becoming more important as the social and technical infrastructure for it progresses. This essay presents the idea that we should pursue a reflexive perspective in its development, keeping in mind that e-science has the capacity to radically restructure current power relations in research institutions. However, it probably will not cause radical change, as much as exacerbate the already difficult situations that the virtual communities of researcher ...

Keywords: E-science, ethics, policy, reflexivity, virtual community

20 Technology matters in virtual communities

Erik Stolterman

August 1999 **ACM SIGGROUP Bulletin,** Volume 20 Issue 2

Publisher: ACM Press

Full text available: 📄 pdf(325.07 KB)   Additional Information: full citation, index terms

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the **resource** provider to ... rights and priorities for the team **members** so that ...
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H Rheingold - 1993 - rheingold.com
... short and evocative, like, well, 'The **Virtual Community**,' even though ... sending one
message to all the **members** of a ... Net make part of their **resources** available to ...
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... of computer networks: a sociological perspective on collaborative work and **virtual community**
B Wellman - Proceedings of the 1996 ACM SIGCPR/SIGMIS conference on ..., 1996 - portal.acm.org
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connections (and **resource** flows) that discussion group **members** provide to ...
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DR Millen - System Sciences, 2000. Proceedings of the 33rd Annual Hawaii ..., 2000 - ieeexplore.ieee.org
... 4]) may generally help new **members** to learn ... & Hermann, R. Building an Internet **Resource**
for a ... Social Interaction on the Net: **Virtual Community** as Participatory ...
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A Abdul-Rahman, S Hailes - ieeexplore.ieee.org
... that meet physically or whose **members** exist in ... which may be subject to strict **resource**
constraints. ... trust-reasoning entities in a **virtual community**, human or ...
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LE Marvin - Journal of Computer-Mediated Communication, 1995 - usc.edu
... about the expressive **resources** shared by **members** of particular ... have pondered the
possibility of **"virtual community"** and a ... within the MOOs as a **resource** for the ...
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AL Blanchard, ML Markus - System Sciences, 2002. HICSS. Proceedings of the 35th Annual ..., 2002 -
ieeexplore.ieee.org

... are not constantly requiring infusions of external **resources**. ... establish—indeed, MSN's **members** included sports ... with the potential to be a **virtual community**. ...
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G Wasson, M Humphrey - Grid Computing, 2003. Proceedings. Fourth International ..., 2003 - ieeexplore.ieee.org
... virtual organizations will become more important, have more **resources** and **members** and be ... them to specify a set of rules governing the **virtual community**. ...
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G Wasson, M Humphrey - Policies for Distributed Systems and Networks, 2003. ..., 2003 - ieeexplore.ieee.org
... Having (explicit) policy for each **member** of three identified classes (VO, **resource** providers, users) not only allows VO **members** (ie, **resource** providers and ...
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